

BATTLETECH™

FOUR-LEGGED OMNIMECH RECORD SHEET

MECH DATA

Type: Doom Courier B

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Engine Type: 280 Fusion

Tonnage: 70

Tech Base: Clan

Rules Level: Advanced

Role: Juggernaut

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 20-X AC	LT	6	20	—	4	8	12
				[DB,C/F/S]				
4	Medium Pulse Laser (T)	RT	4	7 [P]	—	4	8	12
1	Quad Turret	RT	—	[E]	—	—	—	—

Ammo: (LB-20X) 10, (LB-20X Cluster) 5

BV: 2,037



CRITICAL TABLE

Front Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo-Composite
- Ferro-Fibrous

Left Torso (CASE)

- Jump Jet
- Jump Jet
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC

- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- Ammo (LB-20X) 5

Rear Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo-Composite
- Ferro-Fibrous

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

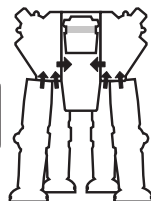
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

Front Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo-Composite
- Ferro-Fibrous

Right Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet
- Medium Pulse Laser (T)
- Medium Pulse Laser (T)

- Medium Pulse Laser (T)
- Medium Pulse Laser (T)
- Ammo (LB-20X) 5
- Ammo (LB-20X Cluster) 5
- Quad Turret
- Roll Again

1-3

4-6

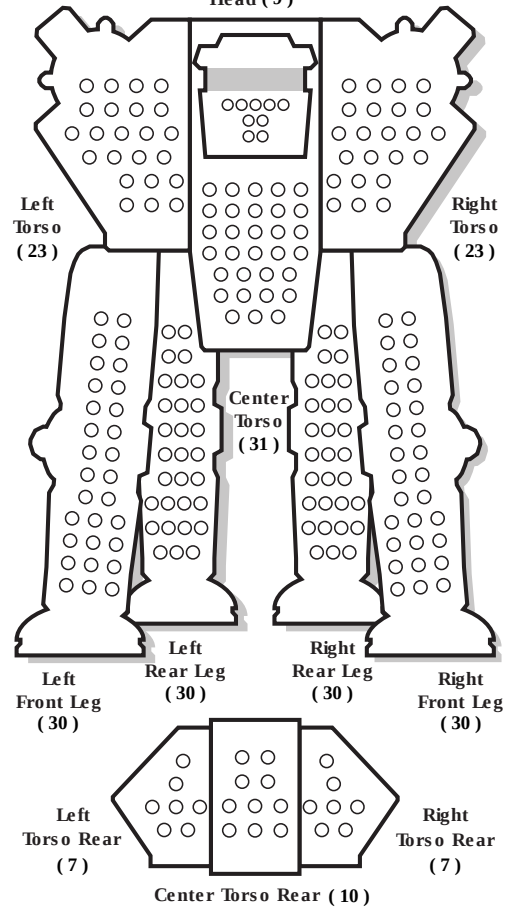
Rear Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo-Composite
- Ferro-Fibrous

ARMOR DIAGRAM

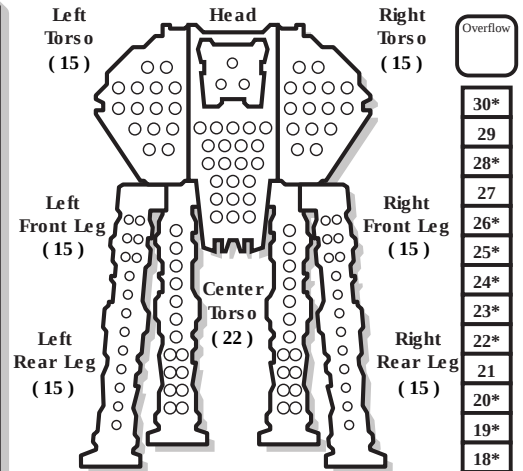
Ferro-Fibrous

Head (9)



INTERNAL STRUCTURE DIAGRAM

Endo-Composite



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 12 (24)
30	Shutdown	○○
28	Ammo Exp, avoid on 8+	○○○
26	Shutdown, avoid on 10+	○○○○
25	-5 Movement Points	○○○○○
24	+4 Modifier to Fire	○○○○○○
23	Ammo Exp, avoid on 6+	○○○○○○○
22	Shutdown, avoid on 8+	○○○○○○○○
20	-4 Movement Points	○○○○○○○○○
19	Ammo Exp, avoid on 4+	○○○○○○○○○○
18	Shutdown, avoid on 6+	○○○○○○○○○○○
17	+3 Modifier to Fire	○○○○○○○○○○○
15	-3 Movement Points	○○○○○○○○○○○
14	Shutdown, avoid on 4+	○○○○○○○○○○○
13	+2 Modifier to Fire	○○○○○○○○○○○
10	-2 Movement Points	○○○○○○○○○○○
8	+1 Modifier to Fire	○○○○○○○○○○○
5	-1 Movement Points	○○○○○○○○○○○

Heat Scale

Overflow

30*
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28*
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